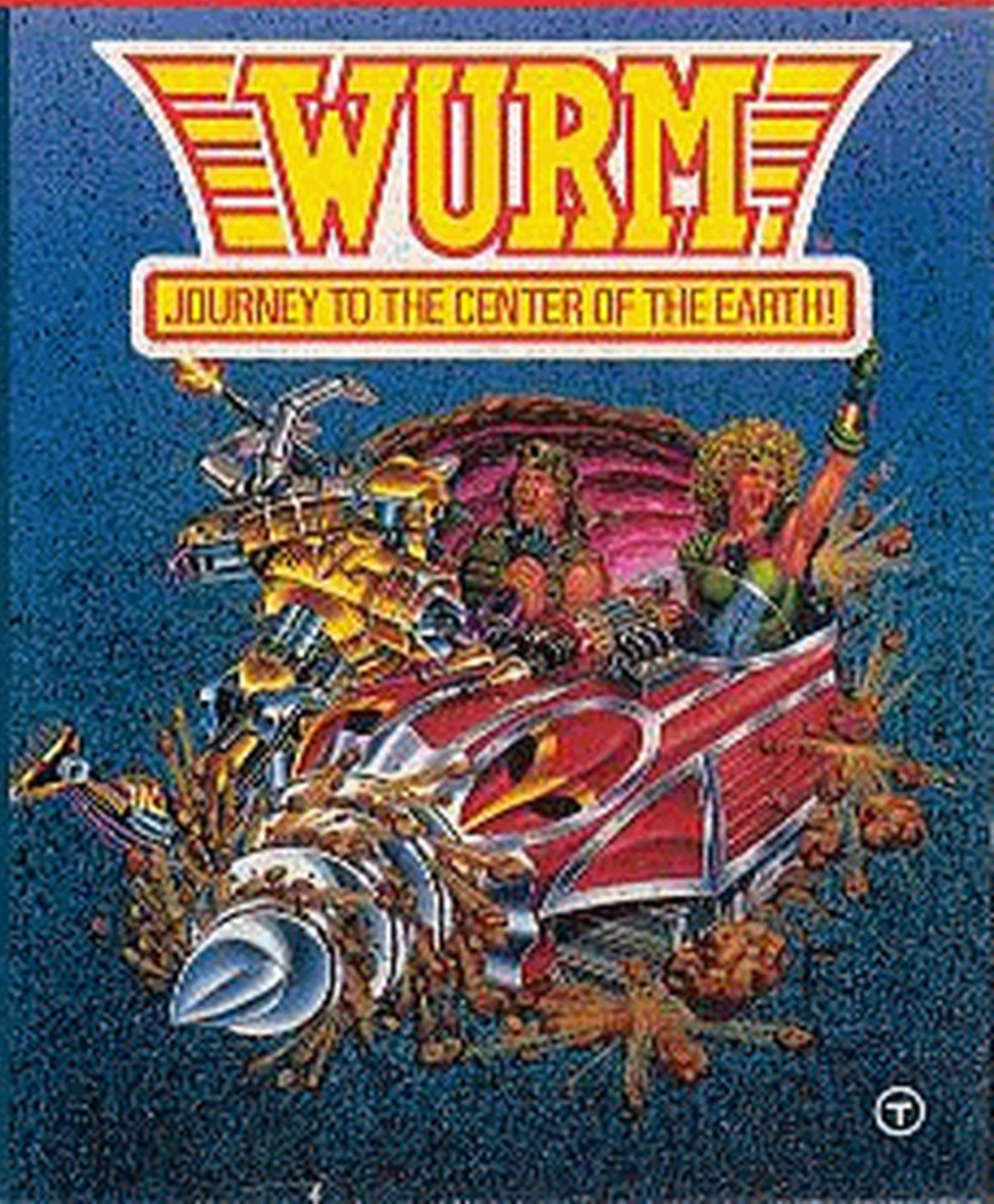
NINTENDO ENTERTAINMENT SYSTEM

NES-WC-USA

INSTRUCTION MANUAL

ASMIK
Corporation of America



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Thank you for purchasing the **WURM** Game Pak for your Nintendo Entertainment System®, created for you by Asmik.

Before you start to play, please read this instruction booklet carefully and follow the correct operating procedures. Keep this instruction booklet safe for future references.

Precautions:

1. If you play for long periods, take a 10 to 15 minute break every hour or so.
2. This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Also do not disassemble the unit.
3. Don't touch the terminals or let them come in contact with water as this can cause malfunction.
4. Don't wipe this equipment with volatile solvents such as paint thinner, benzene, or alcohol.

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WURM™

JOURNEY TO THE CENTER OF THE EARTH!

The Story: The year is 1999. Strange phenomena has begun to take place on the surface of the earth. Destructive earthquakes and volcanic eruptions have scarred the earth, altering the vital ecological balance of our planet.

Worried leaders of the world have summoned their brightest scientists to discuss the possible reasons and repercussions if the phenomena continues to destroy the planet.

A decision has been made to mobilize a team of scientists to explore the phenomena deep below the surface. With the Marine Corps as the crew, a multi-configuration vehicle, the VZR, was prepared for the mission. Those that have seen a VZR in action have begun to call it the Wurm.

One by one, four VZRs were quickly dispatched. All four became lost and any attempts to establish contact with

the lost crews proved to be futile.

A special unit of the Marines has been called in to rescue the vanished crews in the face of what appears to be more than just geological phenomena.

But as the young Marines boarded the Wurm, they couldn't help but wonder: "What happened to the others?"

BEFORE YOU GET STARTED:

This game combines the skill of role playing with action of an arcade game. There are four individual sequences including an additional cinema mode.

THE GAME MODE

HSS: Horizontal Scroll Shooting Mode

This mode is a shooting sequence where you will have a side view of the Wurm. The Wurm will have three basic modes of operation: The Tank Mode, The Hover Mode, and The Aerial Mode.

VSS: Vertical Scroll Shooting Mode

This mode is a shooting sequence where you will have a side view of the Wurm. The Wurm will have two basic modes of operation: The Hover Mode and The Aerial Mode.

CSRP: Cockpit Shooting/Role Playing Mode

This mode combines role playing and arcade style shooting. The shooting sequence will appear as if you are sitting in the cockpit, and you will search and destroy monsters that appear in the crosshairs in front of you. The role-playing mode will allow communication between the crew to analyze and make decisions about the task at hand.

SARP: Shooting Adventure/Role Playing Mode

This mode is a combination hand-to-hand combat adventure and role playing mode. The hand-to-hand combat mode is a horizontal scroll, shooting adventure where Moby, the crew captain, travels through a maze to find clues. The role playing mode engages automatically when Moby approaches a subject.

The Cinema Mode:

This mode is a movie-like animated sequence which appears automatically between areas to give the game a sense of realism and continuity. There is no action involved here.

THE UNDERGROUND WORLD OF WURM

This game is comprised of five Acts, just as in a drama. Each act has 3 to 5 areas of play with 20 areas in all. As each unfolds, you will be drawn deeper and deeper into the game.

ACT 1 NONMALTA

Area 1	G-Point Fault	HSS Mode
Area 2	Cave Entrance	CSRP Mode
Area 3	The Cave	SARP Mode

ACT 2 DYNA CRYSTAL

Area 1	Crystal Cave	HSS Mode
Area 2	Magma River	VSS Mode
Area 3	Ruins of Gaia	CSRP Mode
Area 4	Halls of Gaia	SARP Mode

ACT 3 MAGMA FALLS

Area 1	Subterranean Jungle	HSS Mode
Area 2	Underground Volcano	VSS Mode
Area 3	Magma Falls	CSRPMode
Area 4	Princess of Dinamar	SARP Mode

ACT 4 ZIGGY

Area 1	Lemuria	HSS Mode
Area 2	City of Lemuria	HSS Mode
Area 3	The Control Tower	CSRP Mode
Area 4	The Laboratory	SARP Mode

ACT 5 DUAL DUEL

Area 1	Dirium Mines	HSS Mode
Area 2	Volcanic City	VSS Mode
Area 3	The VZR 5	CSRP Mode
Area 4	Underworld Empire	SARP Mode
Area 5	Statue of Dyna	CSRP Mode

FORMS OF THE WURM

The Wurm is a multi-configuration vehicle designed for underground exploration. During the HSS Mode, it can transform into three different forms: The Tank Form, The Hover Form, and The Aerial Form. But in the VSS Mode it can only transform into The Hover Form and The Aerial Form.

Tank Form:

During the T-Form, the Wurm maneuvers like a tank on the ground. It has the use of its Double Gatling Gun and the Drill. The Drill needs to be activated in order to travel through stone. The Wurm's shields will not decrease even if it travels through very dense stone.

Hover Form:

During the H-Form, the Wurm responds like a Hover Craft. It can become airborne, and it will have the use of a variety of arsenal that will become available as the game progresses. (See page 10). The basic arsenal is the Triple Gatling Gun, and the Drill is activated automatically. The Wurm's shields will decrease if you hit denser stone formations.

Aerial Form:

During the A-Form, the Wurm transforms into a Super Jet Fighter. The basic arsenal available in the A-Form is the Laser Gun. The number of weapons increases as you progress further. The Wurm's shields will decrease if you hit dense stone formations.

THE ARSENAL OF THE WURM

To do battle underground, the Wurm is equipped with a variety of weapons. Many of the Wurm's weapons will activate when it progresses through various areas. Some weapons, however, can not be used in some situations. In this case, "Impossible to Use" will appear on the screen.

Weapons of the Tank Mode

The Cyclone Drill	A high speed drill which drills through stone
Double Gatling Gun	Shoots normal shells in two directions

Weapons of the Hover Mode

Triple Gatling Gun	Shoots normal shells in three directions
Hyper Cannon	Shoots radar homing energy balls (Unit Gamma)
Doppler Cannon	Shoots a wave of energy in two directions (Unit Omega)

Weapons of the Aerial Mode

Laser Gun ..... Shoots normal laser blasts in three directions

Hydro Sonic ..... A high powered water cannon (Unit Alpha)

Melt Needle ..... Shoots a high powered electro-blast which will spin around your craft and act as a shield (Unit Beta)

	Normal	Optional	Optional
T-Form	Double Gatling	Drill	
H-Form	Triple Gatling	Hyper Cannon	Doppler Cannon
A-Form	Laser Gun	Hydro Sonic	Melt Needle

THE CREW AND OTHER CHARACTERS

MOBY
Crew Chief of Wurm and Lady Protagonist of this story. She is searching for her lost love, Ziggy, who was lost in the VZR-3

SYLVIA
Engineer lost with the VZR-2.

DAN
Chief Engineer of Wurm. He is the brother of Sylvia, lost with the VZR-3.

G-13
Analytic Robot lost with the VZR-2.

LOCKE
Geological Physicist aboard Wurm.

ZIGGY
Engineer lost with the VZR-3.

PROFESSOR BANDA
Chief of the lost VZR-4 and Moby's father.

MIKE
Biologist

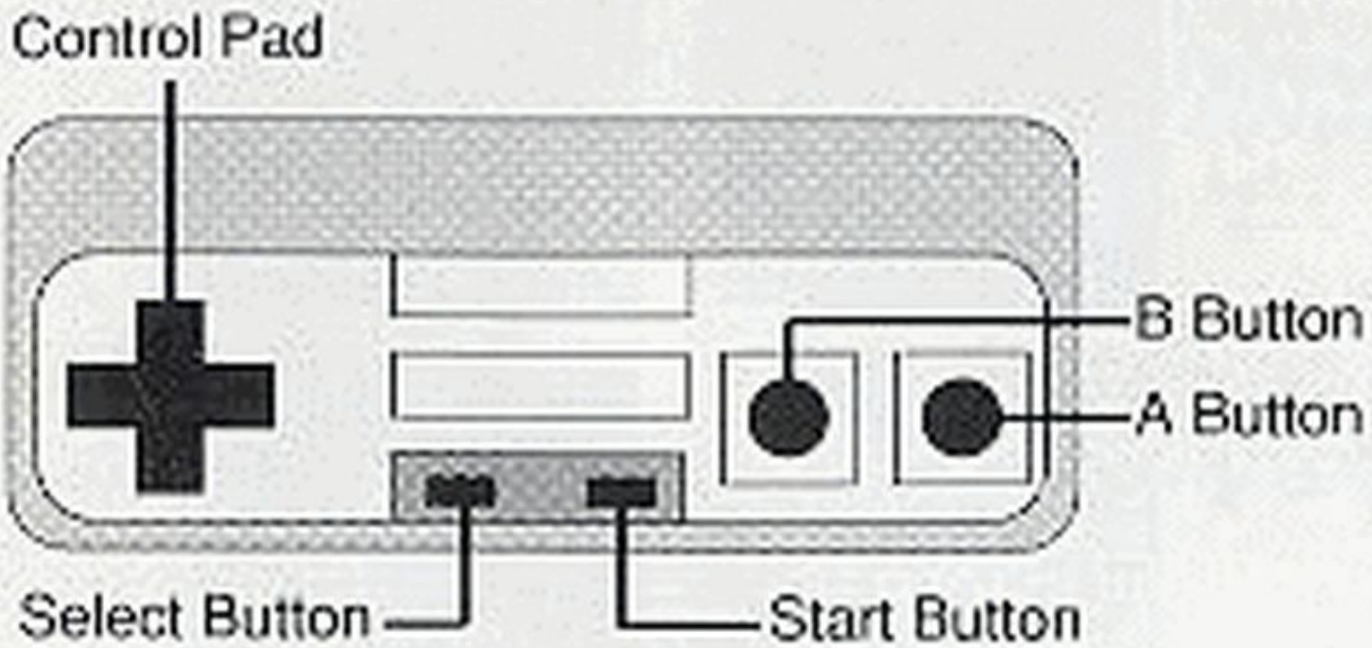
DAVIS
Electrical Engineer lost with the VZR-3.

DIANE
Princess of Dinamur taken hostage by the Nonmallas.

ALLAN
Engineer lost with the VZR-3.

KING OF DINAMUR
King of the Underworld Empire of Dinamur, taken hostage by the Nonmaltas.

GETTING STARTED



Insert your Asmik, WURM Game Pak correctly into the Nintendo Entertainment System® and turn the power ON. The title screen will appear and the music will begin to play. Press the Start Button to begin.

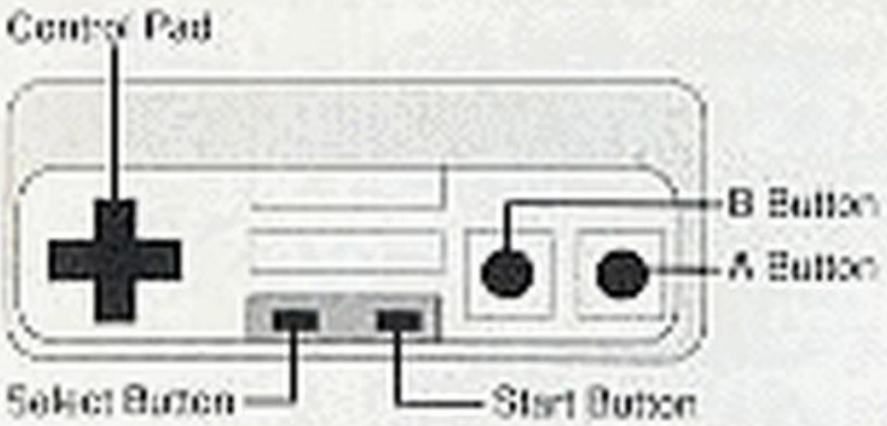
GAME OVER AND CONTINUE MODE

After the Game Over sign appears at the end of the game, you have the option of continuing or ending the game. Use the Select Button to choose CONTINUE or END and press the Start Button to enter.

PASSWORD

When the Game Over screen appears, a password will be given. You can use the password to continue from that particular ACT at a later time. To enter your password, use the Left an Right Buttons on your Control Pad to move the cursor to the right or left, and use the Up and Down Button on your Control Pad to select the numbers.

HOW TO USE THE CONTROLLER:



Control Pad
- Change Forms

Control Pad
- Change Weapons

Horizontal and Vertical Scroll Mode

Start Button
•Pause game

A Button
•Use with Control Pad to change Form and Weapon

Control Pad
•Moves Wurm up, down, right and left
•Moves Wurm right and left in Tank Form only

B Button
•Fires Wurm's Weapons

Cockpit Shooting/ Role Playing Game

Start Button
•Pause game

Select Button
•Bypass Role Playing Mode

A Button
•Cancel Command
•Fire Wurm's Weapons

Control Pad
•Select Command
•Select Crew
•Select Weapon
•Move Aiming Crosshairs

B Button
•Enter Command
•Fire Wurm's Weapons

Shooting Adventure/Role Playing Mode

Start Button
•Pause Game

A Button
•Moby Jumps

Control Pad
•Moves Moby Back and Forth
•Moby Kicks (Up Button)

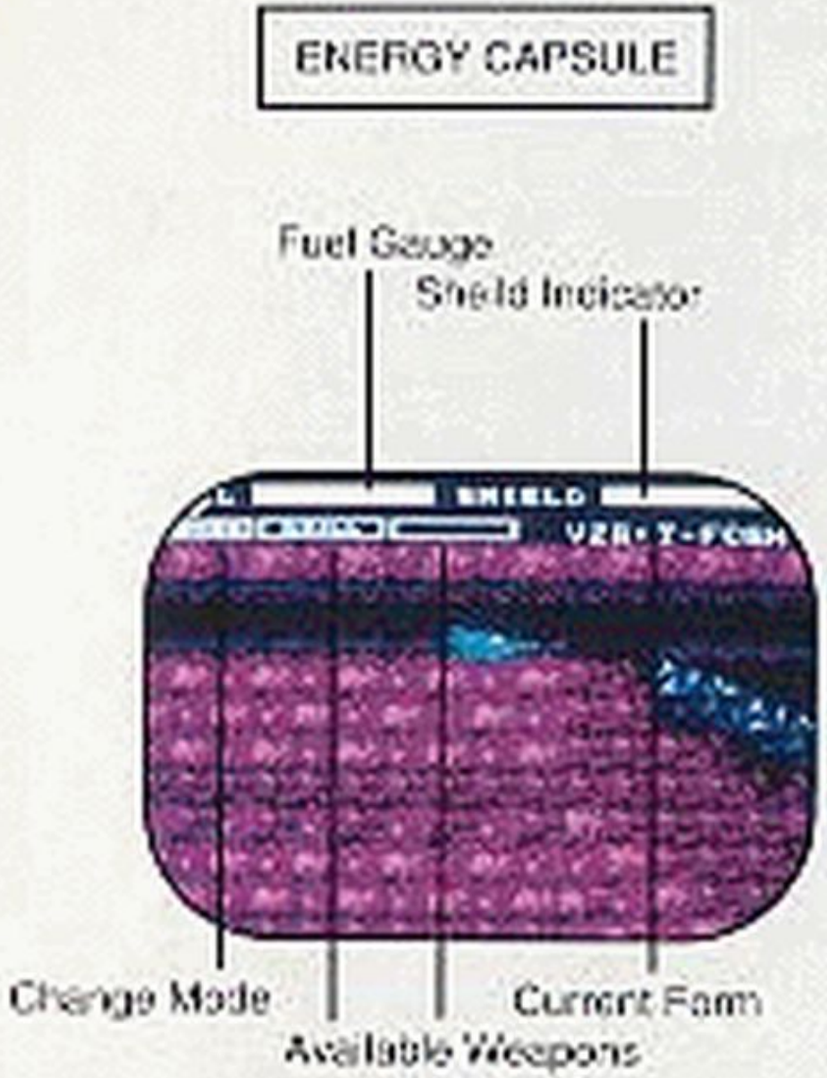
B Button
•Moby Fires Her Gun
•Forwards Dialogue

Cinema Mode

•B Button Forwards Dialogue

HOW TO PLAY

Horizontal and Vertical Scroll Shooting Mode



Destroy Enemy Monsters.
Collect Energy Capsules to Gain Fuel.
When you destroy a monster, some of them will turn into energy capsules. Collect them to restore the Wurm's fuel.
Change the Wurm's Form and Weapons as needed.
Use the Up and Down Buttons on the Control Pad together with the A Button to select the Form. Use the Left and Right Button on the Control Pad with the A Button to change weapons.
Watch Your Shield Indicator.
Every time the Wurm takes a hit, the shields will be reduced.
Understanding the Screen.

Cockpit Shooting/Role Playing Game

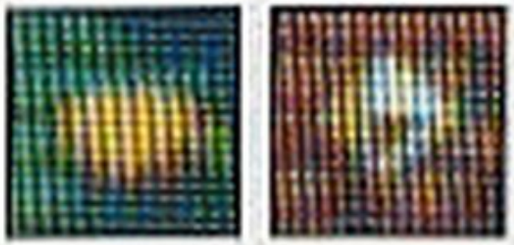
Analyze the Situation.
Communicate between members of the crew. Select the Talk command and listen to each of the crew members. They can help you find the best way to destroy the monster. You will have 8 chances to communicate. You can bypass the role playing mode by pressing the Select Button if you wish.

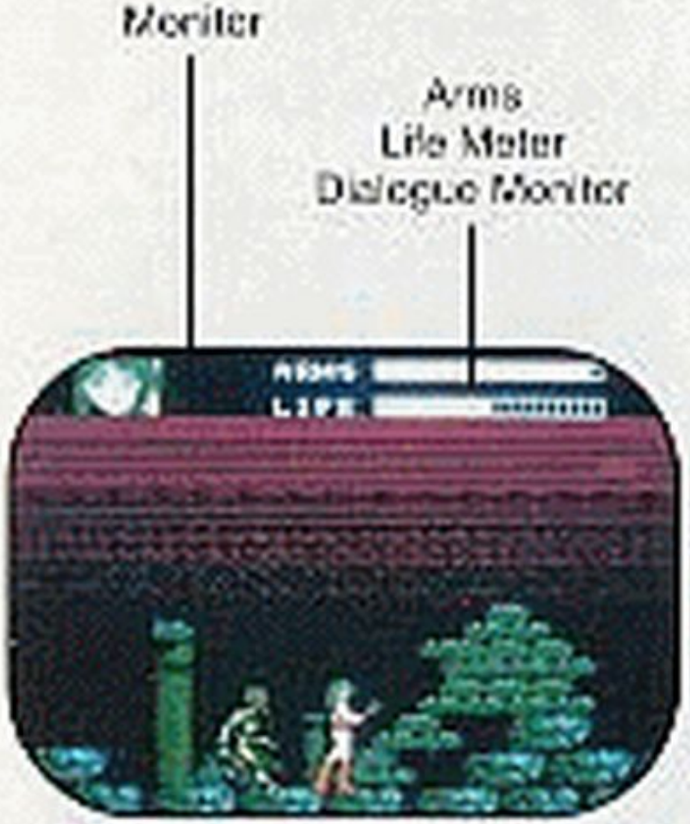
Increase Possibility Factor.
Increase the Possibility Factor by communicating with the crew in the right order. The Possibility Factor represents your chances of destroying the monster. Try to reach 100% for your best odds.

Select the Right Weapons.
Use the aiming sight on the screen to aim and shoot at the monsters. When the Life Meter expires, the game is over. If you fail to destroy the monster the first time around, the communication mode will return.

Understanding the Screen.

Shooting Adventure/Role Playing Mode





Destroy Enemy Monsters.
Moby can use the Starlight Gun or Kicks to destroy the enemy. The game is over when the Life Meter expires.

Collect Items.
Collect the Heart item to restore life. Collect the Diamond to restore energy for the Starlight Gun.

Collect Information.
Search the area for clues which may help resolve problems and unanswered questions. When Moby approaches an item or person, the Dialogue Monitor will automatically engage.

Save the Lost Characters.
The lost characters will also have important information, and most importantly, they may have the key to open up doors.

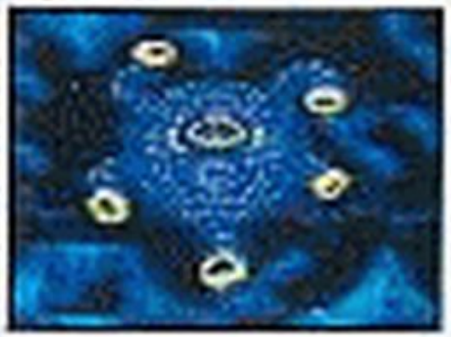
Understanding the Screen.

INTRODUCTION OF THE ENEMY CHARACTERS

Boss Characters

CSRP Mode

Bamul-A Proto-Bio monster. A mutation of a primitive life form. It has a large eye in the middle with tentacles extending from it.



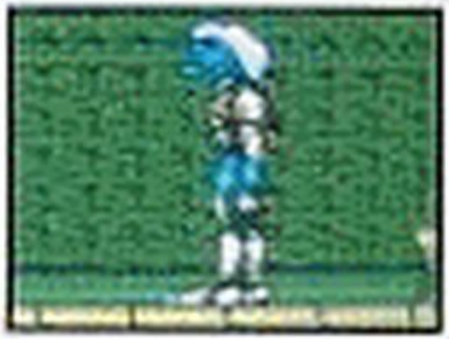
Anrock-A Bio-Geo monster. A stone monster with biological properties. Virtualy invincible.

Zatan-A reptilian monster. Thought to be a surviving dinosaur of years past. Beware of its powerful tail.

Sogaiz-The evil ruler of the Normalia Empire. The Boss of all Bosses.

Bandal-A Bionic Monster. A part machine part human monster, created in the evil laboratories of Normalia.

SARP Mode



Icamod-Sogaiz's right hand monster. The number two monster of the Normalia Empire.

MINOR CHARACTERS

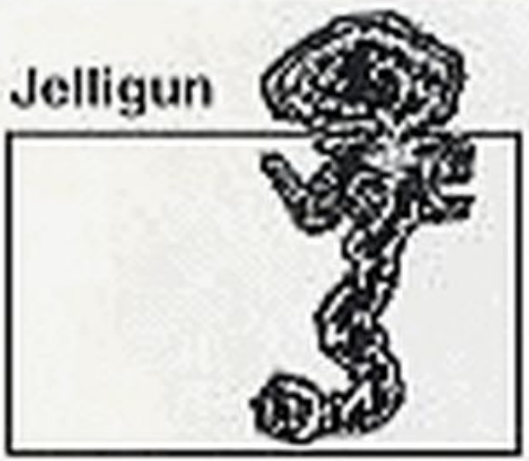
HSS Mode

Byrd

Thumper

Diadom

Jelligun



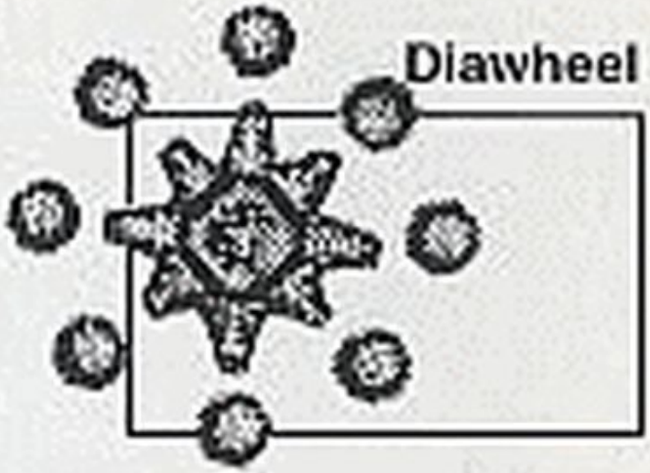
Quartz

Geold

Crysball

Anvil

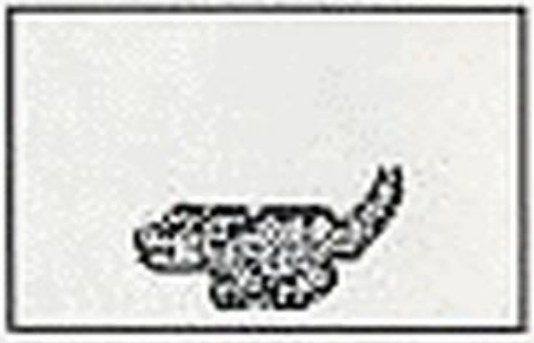
Diawheel



Znail

Dragon

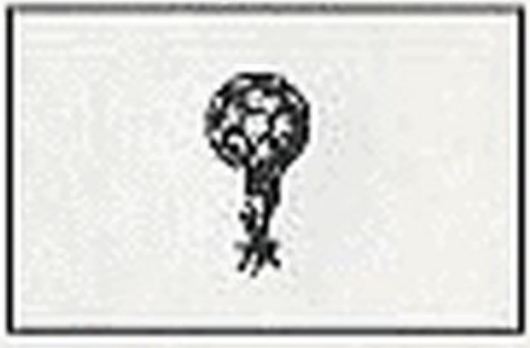
Bitonga



Stargun

Diamech

Spore

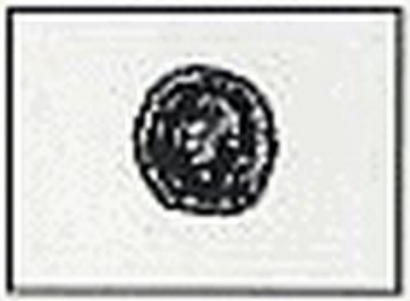


VSS Mode

Iceburn

Firebird

Fireball



Homegun

Worm

Spilgut

Homebase

SARP Mode

Stingle

Loepin

Listbat

Bill

COMPLIANCE WITH FCC REGULATION

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limit for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If the equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the computer with respect to the receiver
- Move the computer away from the receiver
- Plug the computer into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

'How to Identify and Resolve Radio-TV Interference Problems'

This booklet is available from the U.S. Government Printing Office, Washington D.C. 20402, Stock No. 004-000-00345-4.

WARNING

DO NOT USE WITH FRONT OR REAR PROJECTION TV

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES"), your Super Nintendo Entertainment System® ("Super NES"), or any NES™ or Super NES™ games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES or Super NES games, neither Nintendo nor any of Nintendo's licensees will be liable for any damage. This situation is not caused by a defect in the NES, Super NES, NES games or Super NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

READ BEFORE USING YOUR NES OR SUPER NES

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult you physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

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Printed in Japan